ABSTRACT

A system is disclosed that can find an image of a foreground object in a still image or video image. Finding the image of the foreground object can be used to reduce errors and reduce the time needed when creating morphs of an image. One implementation uses the detection of the image of the foreground object to create virtual camera movement, which is the illusion that a camera is moving around a scene that is frozen in time.

Attorney Docket No.: SPTV-01076US0

Z:\sptv\1076\1076.app.doc